賭博堕天録

カイジ2

福本伸行

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講談社

9784063613179

1929979005146

雑誌 42532-17

ISBN4-06-361317-8

C9979 ¥514E (0)

講談社/定価:本体514円(税別)

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福本伸行

KAIJI

賭博堕天録カイジ

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KHOKOKO...

KHAKAKA...

CHAPTER 10: SUPPLEMENT
第10話「補説」

TRANSLATED BY HISSHOUBURAIKEN
EDITED BY SKUEITOS AND SONICKRAZY

PLEASE RELAX!

RELAX,

SO...

WOULD JUST BE TO START!

THAT AMOUNT

RIGHT?

KHUHUHU...

UNTIL WE'VE BOTH GOTTEN INTO THE GROOVE!

WE WON'T RAISE THE RATE

HOW ABOUT IT?

HUH?

DO YOU MIND ...

HOLD IT.

GET STARTED!

LET'S

KHAKAKA!

BUT I JUST WANT TO MAKE SURE-

IT MIGHT BE OBVIOUS,

ONE MORE QUESTION?

FEEL FREE!

ANYTHING AT ALL,

BY ALL MEANS!

ASK AWAY!

THESE RULES...

YOU CAN ONLY WIN...

HMM?

MEAN TSUMO, RIGHT?

YOU CAN'T DRAW A TILE FROM THE SIDE PILES

BY YOUR OPPONENT'S DISCARDS!

CORRECT?

AND WIN THAT WAY,

KHA KA KA...!

OH GEEZ,

SORRY ABOUT THAT!

I LEFT OUT SOME KEY PARTS,

MY APOLOGIES!

YES, YES,

MY EXPLANATION WAS A BIT TOO OBTUSE, I SEE.

YES,

THAT'S CORRECT.

.....

ONLY...

THERE IS NO WINNING BY TSUMO,

IN THE LANDMINE GAME,

AS YOU SAID,

YOU CAN ONLY WIN BY DECLARING "RON!"

IN STANDARD MAHJONGG TERMS,

BY TAKING YOUR OPPONENT'S DISCARDS.

WITH REGARDS TO THE DISCARDS THEMSELVES,

ALSO,

ARE WAITING FOR MORE THAN ONE KIND OF TILE...

OR,

DISCARD YOUR OWN WINNING TILE.

SAY YOU ACCIDEN-TALLY

AND IF IT DOES...

IT CAN HAPPEN,

BUT TO DISCARD YOUR OWN WINNING TILE.

AND ARE LEFT WITH NO CHOICE

THE OPPONENT DISCARDS THAT SAME TILE...

THEN IF

YOUR OWN RON TILE

IF YOU ABSOLUTELY POSITIVELY HAVE TO DISCARD

IN NORMAL MAHJONG!

IT IS TREATED AS A FURITEN

IN OTHER WORDS

YOU CAN'T USE IT TO WIN!

SO HOW ABOUT IT?

ABOUT IT...

I'D SAY THAT'S

EH... SO...

KHU HU HU...

. . . . . .

YAKU...

OH,

OF COURSE!

YOU HAVEN'T TOLD ME WHICH HANDS ARE ACCEPTED YET.

WHAT ABOUT THE YAKU HANDS?

HUH?

MMM-

PREZ.

HERE!

"RUSTLE"

THE CARD!

I FORGOT ALL ABOUT IT.

RIGHT!

WINNING YAKU HANDS

ONE HAN 一飜

RIICHI
PINFU
TANYAOCHUU
IIPEEKOU
FANPAI

THREE HAN 三飜

HONIITSUU
RYANPEIKOU
JUN CHAN TAIYAOCHUU

SIX HAN 六飜

CHINIISOU

TWO HAN 二飜

TOITOIHOU
SANSHOKU DOUJUN
SANSHOKU DOUKOU
SAN AN KOU
SHOUSANGEN
HOUROUTOU
IKKI TSUUKAN
CHAN TAIYAOCHUU
CHIITOITSU

YAKUMAN 役満

SUUANKOU
SUUSHIIHOU
CHINROUTOU
DAISANGEN
KOKUSHIMUSOU
TSUU
RYUU
緑 —

THOSE ARE THE YAKU PERMITTED IN THIS GAME!

ALL NORMAL YAKUMAN HANDS...

THAT WOULD BE ACCEPTED IN ANY NORMAL MAJHONNG CLUB

ARE FINE HERE.

BASIC-ALLY

DECLARING "RIICHI" ON THE FIRST ROUND

FIRST OFF,

WOULD NORMALLY DOUBLE IT'S VALUE TO TWO HAN,

I REALIZE THERE ARE A FEW MORE THINGS I'VE LEFT OUT.

HOWEVER,

SO TO END UP WITH DOUBLE RIICHI EVERY SINGLE TIME....

BUT IN THE LANDMINE GAME, WE ALWAYS END UP IN RIICHI ON THE FIRST ROUND!

WE TREAT IT AS A NORMAL,

EVEN THOUGH WE START OUT IN RIICHI,

ONE HAN RIICHI.

SO,

IS A BIT MUCH,

USED FOR THE "ANKOU" HANDS.

REGARDING THE WIND TILES

ALSO,

.....

WILL REMAIN SET AS THE EAST AND WEST THROUGHOUT.

SO YOU AND I

IT WOULD BE SILLY TO CONSTANTLY CHANGE SEATS,

SINCE IT'S JUST THE TWO OF US,

WHAT ELSE...

HMMM...

OR "SHAHCHA" IN NORMAL MAHJONG TERMS.

HMMMM MMMM MM MM....

IMPORTANT PARTS!

I FORGOT ONE OF THE MOST

RIGHT, RIGHT...

AH!

ANOTHER WAY THE TWO-PLAYER LANDMINE GAME IS DIFFERENT

KAIJI-KUN

BUT NOT HERE!

NORMALLY THE DEALER WINS 1.5 TIMES THE PAYOUT FROM THE OTHERS,

IS THE DEALER AND PLAYER.

FROM NORMAL MAHJONG

WE PLAY ON EQUAL FOOTING!

WHEN WE FIRST STARTED, WE HAD THE DEALER-PLAYER SETUP,

ACTUALLY

KUHU HU...

.....

BECAUSE OF THAT ELEMENT.

THAT IT CHANGED FROM BEING A SIMPLE GAMBLE

THE DEALER WAS AT SUCH AN ADVANTAGE

HOWEVER,

THE WOUNDS IT CAUSED WERE TOO SEVERE.

IN THE END

UNFOR-TUNATELY...

IT WAS ENTER-TAINING,

IT'S SIMPLE, REALLY.

WOUNDS?

TOOK FOR-EV-ER!

GETTING TO A POINT WHERE MILLIONS WERE AT STAKE

RAISING THE RATES BECAME A PROB-LEM!

WITH THE DEALER SYSTEM,

OBV-IOUS-LY,

BEFORE YOU EVEN KNEW IT,

THE NORMAL PLAYERS WOULD BE AT A DIS-ADVANT-AGE BY RAISING!

WOULD BE ABLE TO GET 1.5 TIMES THE MONEY!

ONLY THE DEALER

IT'S ONLY NAT-URAL!

.....

KHU-HU-HU ...

IT BORED ME TO TEARS!

THE BETS SHRUNK TO MEAGER CHICKEN SCRATCH!

WE AXED IT!

SO, LOG-IC-ALLY,

EVERY SINGLE GAME!

WE PLAY ON EQUAL FOOTING

IN MY LAND-MINE GAME!

THERE IS NO DEALER

WHAT DO YOU SAY ...?

HM MM ...

I SEE ...

...

SO FAR ...!

MAKES SENSE ...

HOUTEI RON: DECLARING RON ON THE LAST DISCARD

NO PROB!

HOW-EVER ...

IPPATSU RIICHI?

YOU BET!

WHAT ABOUT HOU-TEI RON?

混一色
二歪口
純全帯么九
清一色
四暗刻
四喜和
清老頭
大三元
国士無双
字一色
緑一色
九連宝

IPPATSU: WINNING WITHIN ONE TURN OF YOUR RIICHI

YOU MUST RIICHI ON THE FIRST TURN, SO IPPATSU MEANS WINNING ON THE FIRST DISCARD. THERE'S NO OTHER BONUS FOR THAT, HERE.

KAN: FOUR IDENTICAL TILES. CAN USUALLY BE DECLARED TO GET AN EXTRA DRAW

THERE ARE NONE!

WHAT HAPPENS WITH KANS?

IM-POSSIBLE!

WHAT ABOUT NAGASHI MANGAN?

NAGASHI MANGAN: SPECIAL CASE WHERE THE GAME ENDS IN A DRAW AND A PLAYER HAS DISCARDS FULL OF 1S, 9S, HONORS, AND WINDS. WORTH MANGAN

OKAY.

SIR!

NO FUR-THER QUES-TIONS.

I GET IT.

CLACK

LET'S GET THIS PARTY STAR-TED.

. . . . . .

FEEL FREE TO ASK AT ANY TIME!

IF YOU THINK OF ANY-THING,

LET'S GO!

KHU-HU-HU ...

HEY!

....

LOVELY, JUST LOVELY!

OK!

1000 SHOULD BE FINE TO START.

GET THE MONEY.

RIGHT AWAY!

HUH ...

WHOA- ...!

WHOA
WHOA
WHOA
!!!!!

THERE IT IS, THERE IT IS !!!

LOOK AT IT ALL ...!

WOOOOOOOOOOW!!!

I COULD LIVE FOR YEARS ON THAT MONEY ALONE ...!

THERE'S TONS OF CASH IN THERE ...!!

KHU-HU HU HU ...

TONIGHT...

.....

NO, EVEN JUST AN HOUR ...

IN ONE NIGHT ...

IT WILL ALL BE OURS!!

IF I PLAY MY HANDS RIGHT ...

EVERY SINGLE BILL!!!

CHAPTER 10 END...

第10話 終

SONICKRAZY'S YAKU GUIDE

OKAY, IF YOU'RE NEW TO MAHJONG OR THE JAPANESE TERMINOLOGY, YOU MAY BE WONDERING WHAT ON EARTH THAT LONG LIST OF YAKU ON PAGE 14 WAS ALL ABOUT. SINCE I HAVE WAY TOO MUCH TIME ON MY HANDS AND IT WILL NEED TO BE EXPLORED ANYWAY, LET'S GO THROUGH ALL THE YAKU, SHALL WE?

...BUT BEFORE WE DO THAT, WE'LL NEED TO EXPLAIN WHAT EACH YAKU IS MEASURED IN, OR "HAN". BASICALLY, EACH YAKU HAS A HAN VALUE ATTACHED TO IT, AND THAT VALUE DECIDES HOW MUCH THE HAND IS WORTH. FOR EXAMPLE, A RIICHI IS WORTH 1 HAN, AND A PINFU HAND IS WORTH ANOTHER 1 HAN. THUS, A RIICHI PINFU IS WORTH 2 HAN.

I DIDN'T REALLY EXPLAIN IT WELL IN CHAPTER 9, BUT BASICALLY THE HAN DECIDE WHETHER A HAND IS MANGAN OR SOMETHING HIGHER. THERE ARE ALSO HAN THAT ARE NOT YAKU (SUCH AS THE DORA AND URA-DORA) THAT CONTRIBUTE TO THIS, BUT THAT WOULD BE TOO MUCH TO TAKE IN AT ONCE.

VALUE	HAN
MANGAN	5 (SOMETIMES 3 OR 4)
HANEMAN	6 TO 7
BAIMAN	8 TO 10
SANBAIMAN	11-12
YAKUMAN	13

THUS, A RIICHI PINFU TANYAO WITH TWO DORA WOULD TOTAL 5 HAN, MAKING IT A MANGAN HAND. IT'S QUITE EASY ONCE YOU GRASP THE BASIC CONCEPT. NOW, ON THE NEXT PAGE, WE WILL EXPLORE THE YAKU ONE-BY-ONE. SEE IF YOU CAN WORK OUT COMBINATIONS TO MAKE MANGAN OR HIGHER HANDS!

LIST OF YAKU

1 HAN

- RIICHI: WIN AFTER DECLARING RIICHI (AUTOMATIC IN MINEFIELD MAHJONG)

- PINFU: HAND HAS NO HONORS, WINDS, OR TRIPLETS OF THE SAME TILE, AND WINS WITH A TWO-SIDED WAIT.

- TANYAO: HAND HAS NO TERMINALS (ONES AND NINES), HONORS, OR WINDS.

- II PEI KOU: HAND HAS TWO OF THE SAME SEQUENTIAL SET.

- FANPAI: HAND HAS A TRIPLET OR QUAD OF AN HONOR TILE, THE ROUND WIND, OR THE PLAYER'S SEAT WIND.

2 HAN

- TOI TOI: HAND HAS FOUR TRIPLETS OR QUADS IN IT.

- SAN SHOKU DOJIN: HAND HAS THREE SEQUENTIAL SETS OF THE SAME NUMBERS IN ALL THREE SUITS.

- SAN SHOKU DOUKOU: HAND HAS THREE TRIPLETS OF THE SAME NUMBER IN ALL THREE NUMBERED SUITS.

- SHOUSANGEN: HAND HAS TWO TRIPLETS OF TWO HONOR TILES, AND THE PAIR IS OF THE THIRD HONOR TILE.

- HONROUTOU: HAND IS FULLY HONOR/WIND TILES AND TERMINALS

- IKKI TSUUKAN: HOND CONTAINS A STRAIGHT FROM 1-9 OF ONE SUIT.

- HONCHANTAI YAO CHUU (CHANTA): ALL SETS CONTAIN AT LEAST ONE TERMINAL, WIND OR HONOR TILE

-CHII TOI TSU: SPECIAL HAND; THE HAND CONSISTS OF SEVEN PAIRS

3 HAN

- HON ITSU: HAND MADE ENTIRELY OF A SINGLE NUMBERED SUIT PLUS HONORS AND WINDS.

-RYAN PEI KOU: HAND CONTAINS TWO II PEI KOU SETS; TWO SETS OF 2 SEQUENCES OF THE SAME TILES

- JUN CHAN: ALL SETS HAVE AT LEAST ONE TERMINAL

6 HAN

- CHIN ITSU: HAND MADE ENTIRELY OF A SINGLE NUMBERED SUIT, WITHOUT HONORS OR WINDS.

YAKUMAN (13 HAN)

- SUU AN KOU: HAND CONTAINING FOUR CONCEALED TRIPLETS

- SUU SHII HOU: HAND CONTAINING THREE TRIPLETS AND A PAIR OF WINDS.

- CHIN ROU TOU: HAND CONTAINING NOTHING BUT TRIPLETS OF TERMINALS.

- DAI SAN GEN: HAND CONTAINING TRIPLETS OF ALL THREE HONOR TILES. (CHUN, HAKU, HATSU)

- KOKUSHI MUSO: SPECIAL HAND; A HAND CONTAINING ONE OF EACH OF THE 6 TERMINALS, 4 WINDS AND 3 HONORS, PLUS ONE EXTRA TILE TO MAKE A PAIR WITH ONE OF THOSE TILES SPECIFICALLY:

1 SOU - 9 SOU - 1 PIN - 9 PIN - 1 MAN - 9 MAN - TON - NAN - XIA - PEI - CHUN - HAKU - HATSU - (1 OF ANY OF THOSE)

- TSUU II SOU: HAND CONTAINING NOTHING BUT HONORS AND WINDS.

- RYUU II SOU: HAND CONTAINING NOTHING BUT TILES MARKED WITH JUST GREEN INK. THOSE ARE; 2, 3, 4, 6, 8 SOU AND HATSU.

-CHUUREN POTO: HAND CONTAINING THE FOLLOWING TILES, ALL IN ONE SUIT:

1-1-1-2-3-4-5-6-7-8-9-9-9, PLUS ONE TILE OF THE SAME SUIT.

GUH
...!

第17話「BLIND SPOT」

TRANSLATED BY HISSHOUBURAIKEN
EDITED BY SONICKRAZY

KHU
HU
HU
...

I'LL TAKE IT ALL!

KHU-
HU
HU
HU
...

KHU-
HU
HU
HU
...

IT'LL BE OURS FOR THE TAKING!

IF WE CAN PULL THIS OFF ...

.....

SOON...
VERY SOON...

FOCUS.

LET-TING THIS CHANCE GO...

IS NOT AN OP-TION !!!

I'VE JUST GOTTA FOCUS.

KHU-HU HU HU ...

WHAT A SPLEN-DID SIGHT!

AH, ME,

GRIN...

I CAN SEE YOUR DETERMINATION BURNING IN YOUR EYES!

YES... AND AS IT SHOULD BE!

MAKE FOR SUCH LOVELY OPPO-NENTS!

PEOPLE OF YOUR AGE THESE DAYS ...

HON-EST-LY,

YES
...
IT'S
TRUE!
...!!
NOW,
THEN
TO
START
KHU-
HU
HU
AH
...!

LET'S PUT THE BASE BET AT 1 MILLION ...!

KHU-HU HU ...

SO SOON ?!

EH ...?!

OTHERWISE, WE'LL RUN OUT OF TIME BEFORE WE EVEN GET TO THE BIG BETS!

DON'T YOU AGREE?

WE NEED TO START THERE, AT THE LEAST!

YOU'RE THE ONE WITH THE TIGHT SCHEDULE!

WHY NOT?

KHU-HU HU HU ...

I GUESS SO ...

YEAH...

THAT RIGHT ?

I JUST NEED TO ANTE UP...

FINE, THEN.

.....

OK, OK!

KHU-HU HU ...

THERE !

HANEMAN, BAIMAN, AND HIGHER HANDS COULD,

1 MILLION IS ONLY THE BASE RATE!

OH, AND JUST TO COVER ALL THE BASES,

THAT'S THE SPIRIT!

VERY EAS-ILY,

AND MUCH HIGHER!

MULTIPLY IT BY 1.5 TIMES, 2 TIMES,

IN AC-TU-A-LI-TY ...

KHU-HU HU HU ...

NAH. YOU TOLD ME THAT AL-REA-DY.

THIS MILLION-YEN STARTING RATE ...

.....

BUT THERE'S NO PROB-LEM THERE, RIGHT?

ONLY AMOUNTS TO A MEAGER 3 MILLION!

THE ENTIRETY OF HIS WEALTH ...

A BIT OF BAD LUCK ...

.....

IS VERY BAD NEWS FOR KAIJI !!

AND HIS WHOLE 3 MILLION YEN ...

HOW-EV-ER ...

WOULD BE SIMPLY OUT-RAGE-OUS!

NOR-MA-LLY, THIS BET ...

COULD VANISH IN THE VERY FIRST HAND!

THERE IS A SURE-FIRE WAY FOR KAIJI TO MAKE IT!

THIS MILL-ION YEN

CHAN-GES EV-ERY-THING!

GUARAN-TEED VICTORY...

AND SO,

ISN'T GOING ANY-WHERE!

IT'S FINE!

THERE'S NO CAUSE FOR CON-CERN!

HUH?

3 DAYS EAR-LIER ...

HAS US SPY-ING ON HIS OPPO-NENT!

BASIC-ALLY, THE BOSS

YEAH!

SIG-NALS?

SO THE PRES-IDENT WINS EVERY TIME!

TO COM-MUNI-CATE WHAT THEY HAVE,

WE USE HAND SIG-NALS ...

LIKE MAGIC!!

ALL HE HAS TO DO IS RAKE IT IN!!

HM MM MM MM ...

SINCE THERE'S NO WIN-NING BY TSUMO, THERE'S NO WAY HE CAN LOSE!!

THINK ABOUT HOW THE GAME IS SET UP.

WITH THAT IN MIND,

HUH?

HOW IS THAT EVEN POSS-IBLE?

I GET THE CON-CEPT ...

OKAY, SO ...

BUT ...

AC-TU-AL-LY ...

KAIJI-SAN...

ALL I'D HAVE TO DO WOULD BE TO LOOK AROUND AND SEE THEM! IT'S JUST CRAZY!

OF COURSE I'D NO-TICE!

IF I'M BEING SPIED ON FROM BE-HIND ...

THAT THE OP-PONENT DOESN'T EVEN SUS-PECT A THING!

IT'S SUCH A SUBTLE, SUBLIME TACTIC ...

BUT WITH JUST YOUR EYES,

IT'S UN-DETECT-ABLE!

LOOK AROUND ALL YOU WANT,

THERE'S NO WAY TO TELL!

HUH?

WE MAKE A LOT OF NOISE

AND RUSH TO SET THE TABLE QUICKLY!

WHILE THE BOSS TALKS THINGS UP WITH HIS PREY,

FOR THIS GAME,

? ? ?

THE CUS-TO-MER'S HAND ...

WE NEED TO SPY ON

BUT REALLY, THE TABLE'S EXACT SPOT IS KEY TO EVERYTHING!

DOWN TO THE INCH,

EVERY SINGLE TIME!

IT'S ALL LINED UP JUST RIGHT ...

WITHOUT THEM BEING ABLE TO SUSPECT A THING!

FIRST OFF,

HOW ... IS THAT ...?

?

?

SO, IT DOESN'T SEEM LIKE ANYONE COULD BE BEHIND THEM,

FROM THEIR POINT OF VIEW.

THE CUSTOMER HAS THEIR BACK TO A WALL.

THERE IS?

BUT... THERE'S A WAY.

FROM THE VERY START!

IT'S DESIGNED TO PUT THEM AT EASE

WELL, SEE ...

HOW DO YOU DO THAT?!

YOU NEED TO FULFILL ALL THOSE CON-DITIONS AT ONCE!

I DON'T GET IT!

KIND OF A NOOK AROUND THE CORNER.

給湯室

TO THE PLAYER'S LEFT, THERE'S A LITTLE ALCOVE WITH THE HOT WATER SUPPLY.

YOU HAVE TO STICK YOUR HEAD OUT ...

AND THEN THEY CAN LOOK AND SEE YOU!

AS SOON AS YOU GO TO LOOK,

IT DOES-N'T MATTER IF YOU'RE BEHIND A WALL OR NOT...

HOLD UP!

SOME-ONE STANDS BACK THERE AND-

YOU'RE WRONG!

AC-TU-AL-LY...

AM I RIGHT OR AM I RIGHT?!

HUH ...?!

THAT BLOCKS YOUR VIEW,

SO IT'S NOT POSSIBLE TO SEE THE SPY'S FACE!

THERE IS A SMALL TABLE WITH A LAMP ON IT!

HOW?

?

IN BE-TWEEN YOU AND THE SPY ...

THERE'S NOTHING SHOWING

THANKS TO THE LAMP-SHADE!

HE'S OUT OF VIEW!

HRM MM MM MM ...

HOW CAN *HE* SEE THE TILES?

IF THE LAMP IS IN THE WAY ...

OKAY, SO ...

BUT ...

THAT MY TILES AREN'T SAFE?

HOW IS IT...

SIMPLE.

.....

SO THE SPY CAN'T SEE THE PLAYER'S FACE...

BUT ...

SURE, THE LAMP'S IN THE WAY,

IT'S... SIM-PLE ...?

SEE THE TILES, NO PROBLEM!

HE CAN STILL ...

YES!

HE CAN?

IT'S SET UP JUST RIGHT, TO ALLOW FOR

BOTH OF THOSE LINES OF SIGHT!

THE SPY IS TO-TALLY AND COMPLETE-LY HIDDEN!

FROM THE PLAYER'S PERSPEC-TIVE,

YOU'LL GET IT WHEN WE TRY IT OUT.

THAT RIGHT...

NOTHING AT ALL!

YOU CAN'T SEE THEIR FACE, OR THEIR HANDS, OR THEIR FEET...

YOU'RE DEFINITELY BEING WATCHED!

BUT...

AND FROM THERE,

IT ALL WORKS!

THAT'S THE SETUP!

AND SO ...

THERE'S NO WAY OF KNOW-ING THIS ...

OF COURSE,

TO TELL THE PRESIDENT WHAT HIS OPPONENT'S HAND IS!

WE USE HAND SIGNALS

THE BOSS WINS EVERY TIME!

HE CLEANS THEM OUT!

THEY WERE ALL OUT!

I'M SORRY SIR!

WHERE'S THE BLACK COFFEE?

WHAT'S THIS?

HUH?

TO-NIGHT !!!

YOU'LL GET WHAT'S COMING TO YOU...

BAH!

.....

FUCKING CROOK

.....

CHAPTER 11 - END...

第11話 終.....

第12話「間諜」

CHAPTER 12 - SPY

I'LL CLEAN HIM OUT...!

TRANSLATED BY KTSUNE999
EDITED BY SONICKRAZY

BY THE END OF THE NIGHT ...

IN JUST ONE NIGHT ...!

I'LL HAVE IT ALL!!

STACK OF CASH ...

THAT TREMENDOUS, STAGGERING

ALL OF IT!

I'LL TAKE IT ALL!

I'LL RAKE IN ALL THAT CASH IN NOTHING FLAT!

HERE YOU ARE, SIR.

ALL OF IT!!!

ALL OF IT!

GAORR

OH, UH ...
PICK WHICH-EVER YOU LIKE!
WOULD YOU CARE FOR A DRINK, SIR?
EH?

GO RIGHT AHEAD
THIS ONE?
HOW ABOUT

NOTHING PERSONAL, MR. PRESIDENT ...

TONIGHT, YOU'LL GET A TASTE...

FOR YOUR DIVINE PUNISHMENT !!

OF YOUR OWN MEDICINE!!

I'M JUST A VESSEL ...

THIS IS JUST WHAT YOU DE-SERVE.

IN OTHER WORDS ...

RIGHT BACK AT YOU!

I'M GONNA CHEAT, TOO!

THAT LAMP ...

MY PLAN IS VERY SIMPLE!

IT'LL BE EASY!

I WON'T BE FOOLED SO EASY!

VERY CLEVER TRICKS, BUT...

THE ALCOVE IN MY BLIND SPOT ...

RIGHT IN PLAIN SIGHT !!!

IN FACT, IT'S JUST THE OPPOSITE ...

MIYOSHI WILL BE THE ONE LOOKING AT YOUR TILES!

THROUGH BLINKING AND STARES!

WE CAN SIGNAL EACH OTHER ...

EVERY TILE IN YOUR HAND ...!

I'LL BE ABLE TO "SEE" ...

AND THROUGH THAT METHOD,

I'LL HAVE A SET OF EYES BEHIND YOU, AS WELL!

BUT... THE BOSS DOESN'T RELY ON CHEATING ALONE!

.....

HE DOESN'T CHEAT AT ALL!

I MEAN, FOR THE WHOLE FIRST ROUND ...

HE CAN PLAY FAIR, TOO!

HUH?

THREE DAYS EAR-LIER

IT'S JUST PART OF THE ROUTINE TO KEEP BAD LUCK AWAY, I THINK.

NOPE!

HE DOES-N'T ...?

HMM ...

YEAH.

TO KEEP THINGS GOING AS THEY SHOULD BE!

THE FIRST ROUND IS PLAYED AS NORMAL,

I REMEMBER HIM SAYING SOMETHING LIKE THAT ...

I COULD PLAY FAIR, AS WELL.

THEREFORE ...

BUT... I WON'T.

THE FIRST ROUND IS PLAYED BY THE BOOK...

.....

IT'S BECAUSE OF THAT 1 MILLION YEN ...

I'M NOT HERE TO HAVE FUN!

ALL THAT MUCH TO BET!

WE DON'T HAVE ...

AND THERE'S ALREADY 1 MILLION AT STAKE!

WE ONLY HAVE 3 MILLION TO WORK WITH...

IT'S A VERY UN-USU-AL CASE!

EVEN IF THAT MEANS CHEA-TING!

I HAVE TO SECURE A WIN RIGHT AT THE START ...

CAUSED BY THE BIZARRE GAME OF...

IN A VERY UNIQUE CASE

BOTH PLAYERS WILL BE SPYING ON EACH OTHER ...

TWO-PLAYER MINE-FIELD MAH-JONG ...!

THAT THEY ARE ON EQUAL TERMS

IT MIGHT SEEM

AT FIRST GLANCE

WITHOUT ANY ONE HIGHER THAN THE OTHER, BUT...

THAT IS NOT HOW IT IS AT ALL!

HE IS IN A POSITION OF OVERWHELMING ADVANTAGE ...!

SINCE KAIJI KNOWS ABOUT THE BOSS'S FAIR PLAY IN THE FIRST ROUND...

IT'S DIFF-ER-ENT!

ABSURDLY ADVAN-TAGEOUS ...!

THE BOSS WON'T TRY AND HIDE HIS TILES!

SO, CON-CLU-SIVE-LY...

AS LONG AS MIYOSHI'S SIGNALS AREN'T EXPOSED ...

THAT IS BE-CAUSE

EVERY TILE IN HIS HAND!

KAIJI CAN KNOW

FOR EX-AM-PLE ...

CAN BE MANIPULATED IN ORDER TO MAKE IT 100% SAFE FROM THE SPY'S LOOMING EYES!

KAIJI'S HAND ...

IN FACT ...

DURING THE DIS-CARD PHASE ...

CAN BE HIDDEN BY HIS LEFT HAND!

SOME OF THE TILES ...

FLIPPED DOWN QUICKLY

THEY CAN BE

AND ONCE THE TENPAI CREATION PHASE ENDS...

IT LOOKS COMPLETE-LY NATURAL ..!

ABILITY TO SPY ON HIS TILES!

TO BLOCK MAEDA'S ...

NOW, OB-VIOUS-LY ..

TO RAISE SUSPICION FROM THE OPPOSING SIDE!

IT CANNOT BE ALLOWED

IS SOME-THING THAT MUST BE USED SPARINGLY

ACTING N THIS WAY

BUT STILL

.....

KAIJI CAN BLOCK MAEDA'S VIEW OF HIS TILES!

ON OCCA-SION,

ACTUALLY CREATE HIS TENPAI..

SINCE MAEDA IS ABLE TO SEE KAIJI

HOW-EVER

A PRIV-I-LEGE!

THIS IS A GREAT AD-VAN-TAGE FOR KAIJI!

EVEN IF HE IS ABLE TO TURN THEM OOWN QUICKLY,

THE FACT RE-MAINS

THEREFORE, THE EFFECTIVENESS OF THIS TECHNIQUE

IS CONSIDER-ABLY DODGY!

HE HAS SEEN MOST IF NOT ALL OF THE TILES!

AND SO..

ARE ALLIED WITH EACH OTHER!

FOR THE SPY, MAEDA, AND HIS TARGET, KAIJI...

THIS IS A LUCKY SETUP..

HOW-E-VER..

THOUGH MAEDA WAS ABLE TO SEE THAT HIS TARGET WAS WAITING ON MANZU TILES..

. . . . . .

PUT A-NO-THER WAY,

THERE IS NO WAY TO CON-FIRM THAT!

EVEN IF MAEDA IS ABLE TO CLEARLY SEE ALL THE TILES IN THE INITIAL STAGE...

WITH BOTH OF THESE TACTICS COMBINED, THE PLAN IS FLAW-LESS!

IT'S PERFECT!

THAT IS PRE-CISE-LY WHY HE CAN'T LOSE!

IN THAT WAY, HE CAN BLOCK THE COMMUNI-CATION BETWEEN HIMSELF AND THE PRESIDENT!

HE CAN PRETEND THAT HE WAS UNABLE TO GET A GOOD LOOK AT THE TILES!

AT THE MOST CRI-TICAL MOMENT

THERE'S NO WAY I CAN LOSE!

MY WINNING TILE!

SOONER OR LATER, HE'LL HAVE TO DISCARD IT.

ISN'T WINNING OR LOSING

THE MAIN CON-CERN

RIGHT NOW...

FOR THIS REA-SON

HE WILL DISCARD MY WINNING TILE!

IT'S ONLY NATU-RAL!

A CRUSHING DEFEAT!

IT WILL BE...

HE WILL EVENTUALLY RUN OUT OF SAFE TILES!

MAEDA SENDS A SIGNAL TO HIM AT THE BEGINNING

EVEN IF...

HIS MAIN CONCERN IS TO MAKE CAREFUL CALCULA-TIONS!

AND BE DEFEATED ON PURPOSE

TO FIND THE BEST TIMES TO YIELD TO THE OPPONENT

AT WHAT POINT AND HOW

AND SEE IF THE ENEMY WILL FALL FOR IT!

TO WIN THE MATCH

AND WHEN TO DECIDE

THESE ARE ALL CRU-CIAL ELE-MENTS TO CON-SIDER

THAT'S THE ONLY CON-CERN!

WHAT'S WRONG?

AH...!

R... RIGHT!

WHY ARE YOU LOOKING SO ABSENT-MINDED?

WE NEED TO DECIDE THE TURN ORDER WITH A GAME OF ROCK-PAPER-SCISSORS!

EH?

COME ON! LET'S PLAY!

ROCK-PAPER-SCIS-SORS...!

SORRY ABOUT THAT!

COME ON, NOW!

I'VE EARNED THE RIGHT TO CHOOSE ...!

THIS IS A GOOD SIGN!

KHA-HA HA HA ...!

I WILL CHOOSE TO GO FIRST ...!

AND WITH IT ...

. . . . . .

BUT, IF THE OPPONENT DEALS YOUR WINNING TILE ON THE NEXT TURN.

IF YOU GO FIRST, SURE, THERE'S A CHANCE OF DEALING IN ON THE FIRST DISCARD

. . . . . .

AND THEN

YOU CAN GET IPPATSU RIICHI!

E/N. IPPATSU RIICHI. WINNING ON THE FIRST DISCARD AFTER DECLARING RIICHI

.....

KHU HU HU ...

NOT BAD AT ALL!

THERE'S ALSO A CHANCE OF PICKING UP A HOUTEI RON!

E/N: HOUTEI RON: WINNING ON THE LAST DISCARD

HEH.

THERE IS NO WAY ... THAT I WILL LOSE!!

I WON'T BE GIVING HIM ANY WINNING TILES, ANYWAY.

I MEAN ...

FINE BY ME.

I'M JUST FARMING MONEY FROM HIM!

THE BOSS'S EVIL DEEDS

HIS VAST WEALTH GAINED THROUGH DECEPTION

THIS WON'T BE A NORMAL MATCH!

FROM HERE ON...

I WILL WIPE ALL TRACES OF YOUR DEMONIC WILL FROM IT!!

I'LL EXORCISE IT ...!

CHAPTER 12 — END...

第12話 終

北

北

北

WE START WITH 1 MILLION YEN!

LET'S GET THIS STAR-TED!

.....

ALL RIGHT ...

WHEN I FLIP THIS HOUR-GLASS OVER!

OUR TIME STARTS ...

KHU-HU HU HU ...

OKAY?

YOU WILL THEN HAVE 3 MINUTES TO MAKE YOUR HAND.

.....

I GOT IT.

.....

WITH THIS ...

KHU-HU HU ...

OK, OK ...

I GET THAT MUCH, AT LEAST.

I'M COUN-TING ON YOU, MIYO-SHI!

.....

BEGIN!

CHAPTER 13 - BLINDED

第13話「失明」

YOU HOLD ...

OUR DES-TI-NY!!

ALL OUR FATES ...!

TO OUR VICTORY!

ALL THE KEYS

OUR LIVES!

DON'T FUCK THIS UP!

IT'S ALL OVER!

IF WE TRIP RIGHT OUT OF THE GATE ...

ANY SAFETY NET?

THERE IS NAPOLY

JUST ONE MISTAKE ...

WE'RE DEAD!

IF WE DON'T WIN,

.....

AND THIS FIRST MATCH COULD KILL US!

TELL ME-

DO YOUR PART ...!

MI-YO-SHI ...

SO PLEASE !!

ARE YOU THIS DUMB?

HOW CAN YOU EX-PECT ME TO DRINK THIS?!

THERE IS TOO MUCH SUGAR IN THIS ...

SUGAR SUGAR !!

HUH?

BLACK COFFEE

?

?

THIS STICKY SWEET DRINK IS SO PUTRID ...

OH ...

GET ME SOME BLACK COF-FEE.

HUH?!

WHAT ?!?!

MOVE IT. THERE'S A STORE ACROSS THE STREET.

WHAT ?!?!

UH ...

UHH ...

O... OKAY ...

おろ…

おろ…

おろ…

SHIT !!!

WHAT'S WRONG ?!

SHIT ...!!

RIGHT !!

R ...

MOVE YOUR ASS, MIYO-SHI!!!

I'LL BE RIGHT BACK!

WHAT ?!?!

I'LL ...

OK ...

OH, COME ON!!

SHIT!!!

MOTHER FUCKER...!!

YOU SHOULD'VE GOTTEN YOUR DAMN COFFEE BEFORE WE STARTED!!

WHAT BULL SHIT !!

WHAT ...

KH-

HE TURNED THAT OVER?

HOW LONG HAS IT BEEN SINCE

GOD-
DAMN
STUPID
PRES-
IDENT
...

FUCK
YOU
...!!

FUCK
YOU
...

NO,
NO
...

AND NOW,
I'M THE
ONLY
ONE
BEING
SPIED
ON
...

WE'VE
BARELY
EVEN
STAR-
TED!!

BUT
NO

AH
...!!

DOES-
N'T
AL-
WAYS
CHEAT
!

THE
PRES-
IDENT
...

THIS
NEVER
SHOULD
HAVE
HAPPENED
..!!

WE
NEVER
PLANNED
FOR THIS
..

SHIT
...!!

AND I
COULD
AFFORD
TO LOSE
A GAME
OR TWO

IF IT
HAD
BEEN
LATER
..

ESPE-
CIALLY
IN THE
FIRST
MATCH
TO MAKE
PEOPLE
OVER-
CONFI-
DENT!

HE
PLAYS
FAIR
AT
TIMES,

I
FORGOT
ABOUT
THAT
...

YEAH
...

RIGHT
...!

OH
...!

EVEN
WITHOUT
MY
"EYES"

I
HAVE
A
CHANCE

IN
THAT
CASE
...

IT'S NOT
A 100%
GUARAN-
TEE.

I SHOULD BE ABLE TO WIN IF IT'S A FAIR GAME

THERE'S A 50/50 SHOT ...!

BUT IF HE'S PLAYING FAIRLY

OKAY!

I'LL SUR-VIVE!

I CAN WIN!

WHEW ...

YOUR TRICKY ROU-TINE IS GONNA SAVE MY ASS ...

I CAN WIN!

THIS ONE?

SEE LAST PAGE FOR MAHJONG NOTES

HMM

A NAN 南 AND PEI 北 HON ITSU HAND...

MAY-BE THIS ONE?

GH-

KH-

SHOULD I GO WITH THIS TENPAI...?

二萬 三萬 伍萬 六萬 七萬 七萬 八萬 九萬 北 北 北 南 南

THIS ONE?

六萬 七萬 八萬

NOT BAD, EITHER!

RIICHI, TAN YAO, PINFU, SAN SHOKU ...

WHICH ONE IS BEST?

THE URA-DORA COULD BOOST IT UP TO HANEMAN OR BAIMAN ...

THAT'S MANGAN.

WITH RIICHI, HON ITSU ...

IF SO, THEN ...

OR MAYBE ...

KACHIK

カチッ

カチッ

カチッ

.....

WHICH HAS THE BEST CHANCE ...?!

THE MOST LOGICAL CHOICE ...?

WHICH IS ...

WHAT'S THE TEXTBOOK ANSWER ...?

I'D BE WAITING FOR THE 一萬 1-MAN AND 四萬 4-MAN

WITH THE HON ITSU ...

OR DOES THAT MAKE IT LESS LIKELY ...?

MAKE IT MORE LIKELY ...?

DOES THE FACT THAT THE 1-MAN IS AN END TILE

BUT ALL 4 OF EACH TILE IS STILL OUT THERE ...

I DON'T KNOW ...

SHIT...

I DON'T KNOW ...

I'D NEED THE [2-SOU] AND [5-SOU]

BUT FOR THE SAN SHOKU HAND ...

SO THERE'S ONLY 6 LEFT TO DEAL IN WITH

I HAVE 2 OF THEM,

THEN THIS WAIT

IF I JUST GO BY THE NUM-BER OF TILES

SO... HON ITSU?

WAIT UP!!

W...

MAHJONG NOTES

PG.1 (75): THE DORA IS A BONUS HAN (POINTS THAT DETERMINE MANGAN/HANEMAN ETC.) THAT IS DETERMINED AT THE START OF THE GAME. IF YOU HAVE THE TILE NEXT IN ORDER TO THE TILE FLIPPED OVER, YOU GET AN EXTRA HAN AT THE END.

PG.15 (90-91): HON ITSU: HAND CONTAINING ONLY ONE NUMBERED SUIT, PLUS HONORS AND WINDS. KAIJI'S HAND HAS ALL MANZU TILES + TWO WIND TILES, THE NAN AND PEI.

PG. 16 (92-93): TENPAI: REFERS TO HAND ONE TILE FROM WINNING.

URA-DORA: WHEN SOMEONE WINS BY RON, THE TILE UNDER THE DORA INDICATOR IS FLIPPED OVER. IF THE WINNING HAND HAS THE NEXT TILE IN ORDER TO THAT TILE IN THEIR HAND, THEY GAIN A BONUS HAN, MUCH LIKE THE NORMAL DORA.

TANYAO: HAND CONTAINS NO 1'S, 9'S, HONORS, OR WINDS.

PINFU: HAND CONTAINS NO TRIPLETS, AND WINS WITH A DOUBLE-SIDED WAIT.

SAN SHOKU: HAND HAS THREE SEQUENCES OF THE SAME NUMBERS (6-7-8 HERE)

PG. 17 (94): END TILE: A.K.A. "TERMINAL"; 1'S AND 9'S ARE ON THE END, AND ARE THUS LESS LIKELY TO BE USED FOR SEQUENCES, SINCE YOU CAN'T DO 9-1-2 OR SOMETHING SIMILAR.

TIME'S UP!

MADE IT ...

WEW

THIS IS THE BEST HAND ...!

I THINK I MADE THE RIGHT CHOICE ...!

OK!!

CHAPTER 13 - END...

第13話 終

I'M CONFIDENT ABOUT THIS SETUP!

CHAPTER 14: FUNDAMENTALS

KHU HU HU...

BUT, THE FIRST STEP WASN'T TOO STRESSFUL, RIGHT?
IT'S A FUN MENTAL WORK-OUT.
FORMING A HAND IN TENPAI IS QUITE EFFORT-LESS, REALLY.
SO, HOW'D EVERY-THING TURN OUT? TROUBLE-SOME?
...YOU WON'T BE ALLOWED ANY MULL-IGANS TONIGHT!
BAS-CALLY..
ONE MORE THING, KAIJI-KUN.

OHO HO HO!

KAH KAH KAH!

REGARD-LESS OF YOUR HAND'S CON-DITION, YOU'RE CUT OFF!

AS SOON AS YOU HEAR "TIME'S UP!"

DURING OUR SETUP, WHILE THE HOUR-GLASS IS FLIPPED OVER.

. . . .

HUH?

IF YOU'VE ONLY MANAGED TO CHOOSE TEN TILES FOR YOUR HAND...

TOUGH LUCK!

FOR ARGU-MENT'S SAKE, DURING YOUR SELEC-TION...

SWAPPING TILES IS CLEARLY OUT OF THE QUESTION.

AFTER-WARDS.

WINNING A GAME WITH AN INCOMPLETE HAND FORMATION IS OBVIOUSLY ILLEGAL.

SIMILAR TO REGULAR MAHJONG, YOU'VE CREATED SHOUBAI, AN UNFINISHED HAND.

IN THAT CASE,

STEALTH NOTE: SHOUBAI LITERALLY MEANS SHORT ON TILES

UNDER-STAND, MY GOOD MAN...?

EXCELLENT RATIONA-LIZATION!

KAH KAH KAH...

QUITE A CUT-THROAT ATTI-TUDE...

SIMPLY PUT, WE DON'T HAVE TIME TO LEISURELY PLAY AROUND!

ENORMOUS AMOUNTS OF CASH ARE AT STAKE TONIGHT!

.....

TRUTH-FULLY, ITS COMPLETION BORDERED ON THE RAZOR EDGE OF ACCEPT-IBILITY!

YOUR HAND WAS LOCKED IN BEFORE THE TIME LIMIT...

JUST NOW, YOU SAFELY PULLED THROUGH BY THE SKIN OF YOUR TEETH!

EITHER WAY

.....

HMPH!

AFTER ALL, WE NEED A BREAKNECK PACE TO MAINTAIN A SENSE OF EXHIL!-RATION!

NEXT TIME, YOU'D BENEFIT CONSIDERABLY FROM AN EARLY FINISH. PLENTY OF OPPOR-TUNITY TO REVIEW YOUR DECISIONS!

HERE'S SOME ADVICE.

LET'S JUST START THE FIRST ROUND. EVERYTHING'S BECOMING TOO CHAOTIC.

I'LL BE FINE!

EVERY-THING MAKES SENSE TO ME SO FAR...

YOU'RE MAKING THIS MORE COMPLI-CATED THAN NECES-SARY!

I'D LIKE TO FINISH PREPARATION WITHIN ONE MINUTE!

IF POS-SIBLE,

NO...

FOR THE NEXT HAND, FINISHING 10 SECONDS EARLIER...

THERE'S AN ENORMOUS OPPORTUNITY TO DEDUCE YOUR OPPONENT'S HAND!

JUST FROM STARING... WATCH-ING EVERY MOVE.

OBSERVING YOUR OPPO-NENT'S HAND ASSEMBLY BECOMES VERY USEFUL!

AFTER THAT MINUTE...

SUPERB!

KHU HU HU...

WHO WOULD REFUSE THE CHANCE TO ANALYZE THE OPPONENT'S TILE FORMATION AND HAND COMPO-SITION?

WHEN PLACED IN THE RIGHT HANDS, TIME CAN LEAD TO A BRILLIANT DIS-COVERY!

TIME IS DEADLY...

PRECISELY!!

.....

Coo

JUMBLED TILE PLACEMENT LIKE THIS IS RIPE FOR THE PICKING...!

EXACTLY AS YOU AS-SUMED!

ONLY THE PLAYERS WHO SWIFTLY ASSEMBLE THEIR HANDS GAIN THIS ADVANTAGE!

GATHER-ING HINTS FROM THE ORGA-NIZATION OF TILES.

KHU HU HU...

.....

BELIEVE ME, THE FRONTLINES OF THIS WAR ARE MUCH MORE ENTERTAINING THAN THE EXPLANATIONS!

AL-RIGHT ...

SHALL WE FINALLY BEGIN ...?

VERY WELL...

OKAY, OKAY.

TIME FOR THE OPENING DISCARD!

ALLOW ME TO BEGIN!

CRACK

POP

KHU HU HU...

WHICH TILE... SHOULD I KISS GOOD-BYE?

NOW THEN...

HMM, OH DEAR.

REGARDLESS OF WHAT I REMOVE, IT WON'T MAKE MUCH OF A DIFFERENCE...

PERHAPS I SHOULD HAVE FATE DECIDE...

WELL... CONSI-DERING IT'S THE FIRST DISCARD...

MAYBE THIS WOULD BE BETTER... MORE OR LESS...

THAT BEING SAID, HMM...

RICHI

CLACK

CER-TAINLY, THIS ONE'S THE CORRECT CHOICE...

KHU HU HU...

PLONK

THAT WAS QUITE A RIGOROUS DECISION...

IKWHO

YOU'LL NOTICE WHEN PLAYING THIS MINEFIELD GAME...

FOR EXAMPLE, THE TONG 東 IS BOTH DORA AND MY SEAT WIND.

GOTTA AVOID HONOR TILES ...!

NO DOUBT ABOUT IT!

IT'S DREAD-FUL!

EVERY HONOR TILE CAN BE OMINOUS!

IS HOW TO BUILD A FAST AND EFFICIENT MANGAN HAND...

WHAT INSTANTLY COMES TO MIND FIRST...

AFTER OPENING YOUR WALL...

THERE-FORE... IT'S INEVITABLY DIFFICULT DISCARDING HONOR TILES...!

NO MATTER HOW YOU LOOK AT IT, THIS IS A FOOLPROOF SHORTCUT TO REACHING A MANGAN!

HON ITSU!

IT'S THAT SIM-PLE!

RIICHI, COM-BINED WITH...

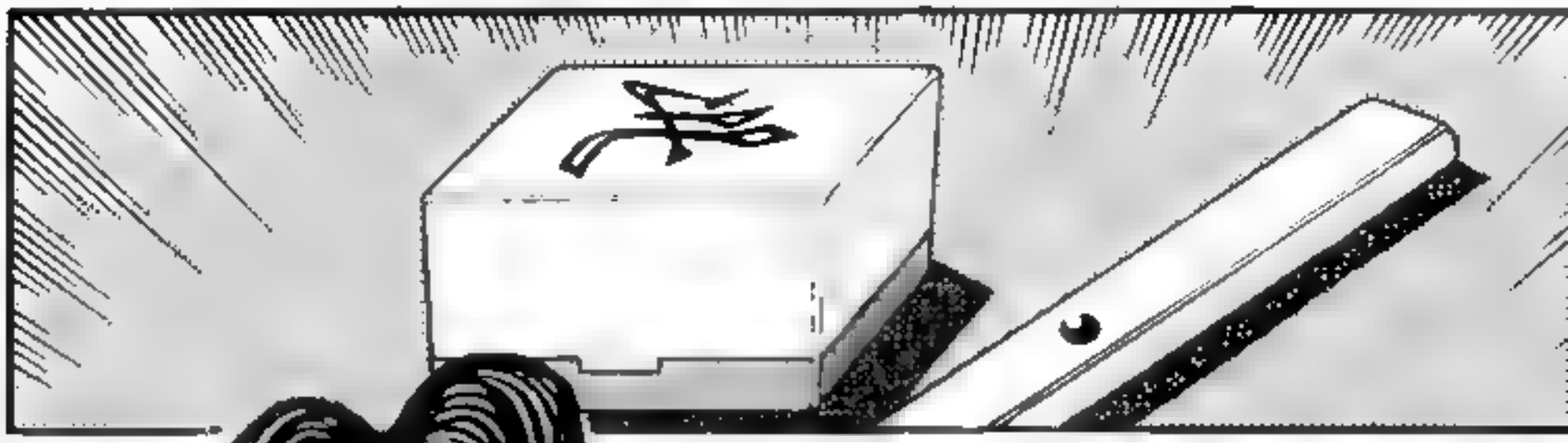
KHU HU HU

WOULDN'T YOU AGREE...?

PLINK

RICH!

.....



OHOOO~!

BY DIS-CARDING AN HONOR TILE!

LOOK AT THAT... COM-PLETELY DISRE-GARDING MY ADVICE.

KAH KAH KAH!

THIS NEEDS TO HAPPEN!

HUGE STAKES ARE ON THE LINE AFTER ALL...

OF COURSE!

HOW PROM-ISING!

EXHILI-RATING!

KLACK

LET'S CON-TINUE!

KHU HU HU

PLACK

EXCE-LLENT!

Whoom

MOVES LIKE THAT WOULD BE CLASS-IFIED AS INSTANT SUICIDE!

THEY'RE ALL CAUGHT UP IN STA-TISTICAL BULL-SHIT!

NOBODY ELSE IN THIS WORLD UNDER-STANDS.

OHOOO~!

KAWA

YOU'VE AVOIDED USING A FULL SET OF PEIS 北 FOR YOUR HAND.

THUS CREATING A SET OF SAFE DIS-CARDS..

IT ALL MAKES SENSE!

KAH KAH KAH!

YET, KAIJI-KUN'S REALIZED SOME-THING ESPE-CIALLY CRUCIAL ...!

IT'S BARELY EVEN BEEN 3 MINUTES SINCE THE GAME BEGAN.

CHECK THIS OUT, BOYS!

MAGNI-FICIENT!

THAT BLAZE LOGICAL PATHS TO VICTORY ...!

FUNDA-MENTAL PLAYS EXIST...

IN THIS MINEFIELD GAME...

PRE-CISELY ...!

CREATING AN OVER-WHELMING LEVEL OF SAFETY BY COLLECTING THEM...!

PROJECTS DARK-NESS THROUGH THE HONOR TILES.

THIS DISTORTED TWO-PLAYER INTERPRE-TATION OF MAHJONG.

THE MINE-FIELD GAME.

DOUBT-LESSLY...

DEPEN-DING SPECIF-ICALLY ON HONOR TILES...

DESPITE VICTORY BEING ATTAIN-ABLE WITH ONLY THREE OF THESE TILES...

HOWEVER, IN THIS MINEFIELD GAME...

HON ITSU HANDS ARE CONVEN-IENTLY ADAP-TABLE...

POTENTIALLY LEADS TO A DREADFUL SINGLE WAIT...!

DEFEAT BECOMES PRE-DETER-MINED...

WITHOUT EVEN ONE OF THE REQUIRED HONOR TILES INCLUDED...

CON-TAINS ONLY 34 TILES.

THE OPPO-NENT'S WALL...

INSTAN-TANEOUSLY, THIS WAIT BECOMES HOPELESS!

COMPARED TO THIS INCOMPLETE COMPOSITION!

THE ULTIMATE CONFIGUR-ATION, UTILIZING A FULL SET...

FOR EXAM-PLE, THIS HAND.

THERE-FORE...

CONSE-QUENTLY...

RELYING ONLY ON HONOR TILES IS NAIVE TO THE POINT OF SUICIDE...!

VARIOUS CONDITIONS AND SITUATIONS EACH HAVE THEIR OWN RESTRIC-TIONS AND HANDICAPS.

INSTEAD OF HAND FOR-MATION...

TOWARDS THE SOLE PURPOSE OF DIS-CARDING...

UTILIZING A CON-CEALED SET OF HONOR TILES...

THE CHANCES OF THE FINAL PEI 北 BEING PRESENT IN THE OPPONENT'S WALL IS PROPORTIONALLY LOW!

CONSIDERING HAVING OBTAINED THREE PEI...

FIRST OF ALL...

RAISES THE POSSIBILITY OF A SAFE DISCARD SIGNIFICANTLY!

SOMETHING BENEFICIAL OCCURED...

ADDITIONALLY, IN KAIJI'S CASE.

THE LIKELIHOOD FOR THE OPPONENT TO INCLUDE HONOR TILES IN HIS HAND SUDDENLY DISSIPATES...!

IN THIS SCENARIO...

REVEALING THE DORA INDICATOR, A PEI TILE! 北

BEGINNING WITH MURAOKA'S FIRST STEP...

WAITING ON THE PEI 北 WAS USELESS.

IT WAS POINTLESS...!

RIGHT FROM THE BEGINNING...!

ONE PATH INSTANTLY SEALED ITSELF...

IN OTHER WORDS...

ONLY A SINGLE COUNTER EXISTS TO COMPLETELY SABOTAGE KAIJI'S STRATEGY FOR GUARANTEED PEI DISCARDS. 北

ULTI-MATELY...

UNFATHOMABLE DESTRUCTIVE POWER!

KOKUSHI MUSOU, WAITING ON THE 北 PEI...

ONE EXTREMELY ABSURD POSSIBILITY...

KHU HU HU!

KAH KAH KAH!

KAIJI'S IMPREGNABLE TRIPLE 北 PEI DISCARD DEFENSE!

MAJESTICALLY LOGICAL!

KAIJI-KUN!

THAT'S NO GOOD!

EXPLOITING THE PEI 北 FOR THREE FREE DISCARDS.

QUITE A WISE DECISION YOU MADE...

A CLEVER TACTIC WHEN YOUR BACK IS AGAINST THE WALL...

VERY SKILLED!

THAT PLAY WAS CLEVER!

YOU MUST HAVE THOUGHT...

YOUR ENTIRE HAND, KAIJI-KUN...!

YOU'VE ESSENTIALLY REVEALED TO ME...

YOU SHOULDN'T ABUSE THAT STRATEGY!

BUT... THERE'S JUST ONE PROBLEM...

PERHAPS, AN ITTSU!?

IT'S SAN SHOKU, RIGHT?

KAIJI-KUN, YOUR HAND...

WHAT ...?

HOW ABOUT... HON ITSU!?

URGH ...!

KAH KAH KAH!

WHAT'S THE POINT!?

YOU'RE JUST PULLING NAMES OUT YOUR ASS!

WHAT THE HELL ARE YOU BABB-LING ABOUT!?

WH...

I'VE PICKED UP YOUR SCENT...

FROM THOSE PEI DIS-CARDS...

YOU PROBABLY THINK IT'S IMPOS-SIBLE, BUT...

I'M ABSO-LUTELY SURE I KNOW WHAT I'M TALKING ABOUT!

DON'T WORRY!

IT WAS A HON ITSU...!

二萬 三萬 伍萬 六萬 七萬 七萬 八萬 九萬 北 北 北 南 南

I KNEW THE MOMENT YOU BEGAN DISCARDING PEI TILES. 北

TO BE HON-EST...

EVEN THEN, I COULD TELL...

I'M FAIRLY CONFI-DENT!

EVEN WITH-OUT YOUR CONFIR-MATION...

GAH!

AFTERWARDS, I GRADUALLY NARROWED THINGS DOWN USING TRIAL AND ERROR!

THAT ACCIDENT WHILE ASSEMBLING YOUR HAND WAS THE FIRST HINT.

. . . . . .

YOU ABAN-DONED THAT HON ITSU!

TCH ...!

DON'T WORRY, I CAN RELATE WITH YOUR FRUS-TRATION ...!

KHU HU HU ...

I GET IT NOW!

.....

EVERY-THING ADDS UP!

THAT'S HOW YOU READ MY HAND!

Chapter 14 End

Mahjong terms

ANY TERMS THAT COME UP IN THE DIALOGUE UNFAMILIAR TO READERS SHOULD BE COVERED IN THESE LINKS. INCLUDED IS A GUIDE TO LEARNING RIICHI MAHJONG AND ALSO A LIST OF ALL MAHJONG YAKU. OF COURSE, NOT ALL RULES WILL APPLY AS STATED SINCE THE TYPE OF GAME PLAYED IN TOBAKU DATENROKU KAIJI CONTAINS ITS OWN UNIQUE SET OF RULES.

LIST OF RIICHI MAHJONG YAKU (HAND VARIANTS):
HTTP://EN.WIKIPEDIA.ORG/WIKI/JAPANESE_MAHJONG_YAKU

BASIC RULES AND OPERATIONS CONCERNING RIICHI MAHJONG:
HTTP://WWW.OSAMUKO.COM/JAPANESE-GENERAL-LAWS-OF-MAHJONG/

LIST OF MORE OBSCURE TERMINOLOGY:
HTTP://WWW.OSAMUKO.COM/2009/04/03/BIG-LIST-OF-JAPANESE-MAHJONG-TERMINOLOGY/

KAIJI: PART 3
VOLUME: 2
CHAPTER: 14
TRANSLATOR:
STEALH MOMO
TYPESETTER:
SORUAN
CLEANER:
SORUAN
QUALITY
CHECKER:
NETHANDLE
STEALH MOMO
WEBSITE FOR CONTACT AND QUESTIONS:
HTTP://PROJECTBITEMESCANS.BLOGSPOT.COM/

YOU ABAN-DONED THAT HON ITSU!

EVEN THEN, I COULD TELL...

CHAPTER 15 SECURITY

...

DON'T WORRY!

I CAN RELATE WITH YOUR FRUSTRA-TION!

EVERY-THING ADDS UP!

I GET IT NOW ...

PLAYING RECK-LESSLY LIKE THAT NATU-RALLY BLEW MY COVER!

IT WAS SO OBVIOUS ONCE YOU THINK ABOUT IT!

KLACK

BUT MY OWN STUPID-ITY!

I'VE GOT NO ONE TO BLAME ...

EVEN SO

HM ...

DESPITE THAT PREDICTION, HE STILL HASN'T DETERMINED MY WAIT!

HE'S CLUE-LESS...

THOCK

CONCEN-TRATE...

DON'T LET HIS MOCKERY SHAKE YOU!

IGNORE IT...

IT'S EXTREMELY PROBLEM-ATIC...

BOTHERS ME!

ELIMINATING THE CHANCES OF MY HAND BEING HON ITSU...

UNLESS I MAKE IT CLEAR AS DAY...

ASIDE FROM A HON ITSU, MY HAND'S STILL A MYSTERY.

HOW-EVER,

PAY ATTEN-TION... WATCH HIS DISCARDS!

MURAOKA DOESN'T STAND A CHANCE!

PWHOCK

. . . . . .

. . . . . .

. . . . . .

MURAOKA'S LAST FIVE DISCARDS WERE...

IN COM-PARISON ...

LIKE WALKING CAREFREE THROUGH A BLASTING ZONE!

TOTALLY RECK-LESS...

SO FAR, I'VE MANAGED TO STICK WITH MAKING GUAR-ANTEED SAFE DISCARDS!

FLAW-
LESS
PRO-
GRES-
SION!

MURAOKA CHOSE TO CUT THE 5-PIN AND 2-MAN ...

DURING THOSE THREE TURNS,

JUST LIKE I HOPED!

EXPLOITING THAT SET OF 北 PEIS MAN-AGED TO PAY-OFF.

PER-
FECT!

THERE'S NOTHING TO WORRY ABOUT ANYMORE!

ANOTHER GUARAN-TEED SAFE TILE!

NEXT, I'LL CUT THE 1-SOU...

ALLOWING MY DISCARDS TO SAFELY FOLLOW SUIT.

OPENING UP ANOTHER SET OF SECURE ROUTES...

KO!!!

SFX: THWACK

WHEN CROSSING A MINEFIELD, EACH STEP CAN BRING YOU CLOSER TO HEAVEN OR HELL...

FIVE ENTI-RELY RISK-FREE DIS-CARDS!

NO RISKS INVOLVED!

WITHOUT ANY GUIDANCE OR GUARAN-TEES...

THE SOLE PERSON TRUDGING THROUGH THE HARSH DESERT SANDS BAREFOOT...

IS THE PRES-

IDENT!

MEAN-
WHILE,

I'VE BUILT MYSELF A BRIDGE TO MAKE IT ACROSS!

EVEN THOUGH WE'VE BOTH TAKEN FIVE STEPS...

ONLY I'VE BEEN WALKING ATOP THIS SMALL BRIDGE, FLOATING TEN CENTIMETERS ABOVE THE DESERT SANDS!

ABSOLUTE SECURITY!

WEIGHING THE BENEFITS ...

I'VE GAINED AN OVER-WHELMING ADVANTAGE!

SUDDENLY, EVERYTHING'S IN MY FAVOR!

BARELY AFFECTS ME AT ALL...

MURAOKA'S HON ITSU DEDUCTION

MURAOKA'S ADVANTAGE IS BASI-CALLY NUL-LIFIED!

WITHOUT ANY DRAW-BACKS,

KO

SFX: KLAK

GIVE ME A BREAK!

HOW LONG CAN HE KEEP THIS UP!?

ANOTHER HAZARDOUS CUT!

UNFORTUNATELY FOR YOU...

MAYBE HE'S AIMING FOR A DRAW... RIDICULOUS!

.....

SFX: THWAK

RRR-
GH!

MY DEAR PRESI-DENT!

I'VE STILL GOT PLENTY OF TRICKS UP THESE SLEEVES,

.....

HEHE
...

IND-EED!

GUARAN-TEED SAFE DISCARDS!

HOWEVER ...

AT FIRST GLANCE, THIS GAME SEEMINGLY REVOLVES AROUND EACH PLAYER EXCHANGING DISCARDS.

'17 STEPS'

THE MINE-FIELD GAME,

TO-NIGHT'S GAME IS NO EXCEP-TION.

UNDENIABLY, IT TAKES IMMENSE VOLUMES OF COURAGE TO TAKE THE FIRST STEP!

THAT ONLY SCRA-TCHES THE SUR-FACE.

THOK

BY FOLLOWING A STRICT MIMICRY OF MURAOKA'S DISCARDS.

EMP-HASIS ON DEF-ENCE IS KEY.

KAIJI CONTINUES TO FEARLESSLY ADVANCE THROUGH THE MINEFIELD!

ADDI-TION-ALLY...

EQUIVALENT TO OVER 1/3 OF THIS GAME'S ENTIRETY.

KAIJI HAS PRO-CEEDED SIX STEPS UNHARMED ...

WHILE AVOIDING UNNE-CESSARY RISKS!

SFX: TAK

HOW-EVER...

CLACK

SFX: TSUMO

. . . . . .

ARGUABLY, A COMPE-TENT TACTIC!

LOGICALLY GUARAN-TEED SAFE-GUARDS!

KAIJI REA-CHES A DEAD END!

AFTER WALKING EIGHT STEPS!

ON THE EIGHTH DIS-CARD...

KAIJI'S MIRACULOUS CONFIGURATION...

INSTANTLY COLLAPSED!

THERE WERE NO OPTIONS, BUT TO ABANDON THE SAFETY OF THIS BRIDGE!

THE INVINCIBLE GUARANTEED DISCARD STRATEGY... DISAPPEARED!

SIMPLY, HE FINALLY RAN OUT OF SAFE TILES!

TAKING HIS FIRST STEP INTO THE UNKOWN!

TOWARDS THE SCORCHING SANDS OF THE MINEFIELD!

KAIJI CAUTIOUSLY EDGED HIS FOOT...

THE PRESIDENT'S POND

HOW DOES HE DO IT?

NOTHING LOOKS SAFE ANYMORE ...

I CAN'T DECIDE!

URGH!

MY BEST CHOICE WOULD BE PLAYING OFF THAT...

EVERY TILE HE'S PLAYED SOMEHOW PASSED...

ONLY ONE WAY TO FIND OUT...

FOR-GET IT!

SHIT!

. . . . . .

SUJI TILES ARE ABOUT ALL I CAN RELY ON!

PLAYING OFF THE 4-MAN SEEMS LIKE THE SAFEST BET...

STEALTH NOTE AN IN-DEPTH EXPLANATION OF SUJI WILL BE INCLUDED IN THE MAHJONG TERMS PAGE

SFX DWHAM

SFX VWHOOOO

THAT'S THE 7-MAN!

七萬

FINALLY DECIDED TO PLAY FAIR 'N SQUARE, I SEE!

KHU HU HU!

Ooo.

WALK-ING ALL BY MY-SELF!

AND HERE I WAS STARTING TO FEEL LONE-SOME,

I'M SO VERY EXCITED! THRILLED EVEN!

KHU HU HU...

SURE TAKES GUTS TO PLAY A DANGEROUS TILE!

YOU SEE, MY BOY, WE'VE FINALLY REACHED THE MAIN FEATURE!

JUST NOW, WE'VE TAKEN OUR FIRST TRUE STEPS TOWARDS OUR GOAL!

THE CLIMAX!

LET'S BEGIN... THE SUDDEN DEATH RACE!

INCREDIBLE EXHILIRATION IS ABOUT TO IGNITE AN ERUPTION OF AMUSEMENT!

SFX: SHAK

SFX: SHAK

SFX: SHAK

FOR SOME SAFE DIS-CARDS!

NOW, IT'S MY TURN...

KHU HU HU!

THE PRESIDENT UNLEASHES A SECOND 4-MAN!

四萬

AUGH!

KHU HUHU!

THERE'S NOTHING STOPPING DUPLICATES FROM PASSING THROUGH! IT'S A RATHER SIMPLE, YET DELICIOUS RECIPE!

ONCE ONE TILE PASSES ...

REPETITIVELY STACKING BASIC NUMBERED TILES CAN BE SIMPLY TERRIFYING...

ENOUGH CHIT-CHAT! YOUR TURN, MY BOY!

.....

GGR-HHH!

ZERO SAFE TILES!

BEING SUFFO-CATED WITH DESPAIR!

KAIJI, FACED WITH DILEMMA ...

MY HAND'S FULL OF POTENTIAL LAND-MINES!

NINTH TURN, HUH...

THE PRESIDENT'S POND

THAT EXPLAINS WHY I'M COMPLETELY OUT OF SAFE DISCARDS!

WHAT IF THE PRESIDENT'S DEFINED MY HAND BEYOND THE POINT OF ELIMINATING THE POSSIBILITY OF A HON ITSU?

I CAN USE THAT TO MY ADVAN-TAGE!

HOLD ON... IF I CAN PREDICT HIS HAND...

EVERY-THING, EVEN HIS DISCARDS ...

SUG-GESTS HON ITSU!

MURAOKA MUST BE USING A HON ITSU!

ALL THINGS CONSID-ERED...

I CAN'T NARROW DOWN HIS HAND ENOUGH!

ONLY ONE PROB-LEM...

ZAWA...

WHICH SUIT IS HE USING...

FOR THAT HON ITSU?

MAYBE IT'S SOU?

WHAT IF IT'S PIN TILES?

MAN TILES?

Chapter 15 END

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KAIJI: PART 3

VOLUME: 2

CHAPTER: 15

TRANSLATOR:
STEALH MOMO

TYPESETTER:
NETHANOLE
SORUAN

CLEANER:
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WEBSITE FOR CONTACT AND QUESTIONS:
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CHAPTER 16
AUSTERITY

THE PRESIDENT'S POND

THERE'S NO WAY TO TELL WHICH SUIT HE'S USING FOR HON ITSU!

I CAN'T NAR-ROW DOWN HIS HAND!

.....

NO CHOICE BUT TO SLOWLY TEAR HIM APART!

ざわ

SFX ZAWA

WITHOUT ANY GUAR-ANTEES!

URGH!

BUT USING SUJI AGAIN WON'T MAKE THINGS EASIER...

LEADS ME INTO A LABY-RINTH!

SHIT!

TRYING TO TO WHITTLE DOWN THE POSSIBILITIES THROUGH HIS POND...

7-SOU!

SFX: THWOCK

SFX: DWOOMSH

THAT'S YOUR ANGLE!

OHO, I SEE WHAT YOU'RE UP TO

KAH KAH KAH!

...

...

YOUR NEXT MOVE'S PLAIN AS DAY!

IF WE'RE USING STANDARD MAHJONG THEORY...

PLAYING BY THE BOOK, RIGHT?

RE-LYING ON SUJI DISCARDS ...

DON'T GET SO COCKY, ASS-HOLE!

WYOSHI'S COMING BACK ANY SECOND ....

JUST A LITTLE LONGER

TIME'S RUNNING OUT FOR YOU!

YOU CAN ONLY WIN MAYBE ONCE EVERY FOUR OR FIVE GAMES. EVERYTHING WILL SHIFT TO MY ADVANTAGE!

EVEN WITH THE BEST ODDS...

ONCE HE'S HERE, YOU'RE SCREWED!

A CUT-THROAT DEATHMATCH RIGHT FROM THE SECOND I WALKED IN HERE...

THAT'S THE NATURE OF TONIGHT'S BATTLE!

VICTORY'S BASICALLY HANDED DIRECTLY TO US...

AS LONG AS WE DON'T RAISE SUSPICION,

PERSEVERE!

EVERY OTHER GAME WILL BE PEACEFUL!

AS LONG AS I CAN CONTINUE EVADING MURAOKA...

THE ONLY THING BLOCKING MY PATH IS THIS FIRST GAME!

CRACKING UNDER PRESSURE!

EVENTUALLY, YOU'LL BE FORCED TO CONTINUE THAT STRING OF HAPHAZARD DISCARDS!

MAKE A MISTAKE, YOU BASTARD!

MURAOKA...

I'M ABSOLUTELY CERTAIN!

CRAC-
KED!

SFX: KLAK

ANOTHER RECKLESS DISCARD...

AUGH!

NARROWLY AVOIDING SHEER DEATH!

REGARDLESS, MURAOKA SLIPS AROUND KAJI'S WAITS BY A HAIR'S BREADTH...

TILES WITHIN CLOSE PROXIMITY...

KAJI'S HAND REQUIRED EITHER A 2 OR 5-SOU.

OR SIMPLE MISFOR-TUNE!?

NATU-RAL INS-TINCT!?

...

FUCK!

NOTHING THE PRESIDENT'S ALREADY PLAYED... OR EVEN A SUJI TILE!

I'VE GOT NOTHING SAFE TO CUT AGAIN!

AGAIN!

BUT, WHICH ONE?

ONE OF THESE HAS TO WORK, AT LEAST.

...

...

BRIEF, YET...

SLIDE

ULTIMATELY, KAIJI'S EMERGING DECISION...

INTENSE CONSIDE-RATION.

DISCARD-ING THE NAN!

南

SFX: TAK

AND THE PRESI-DENT

BOTH KAIJI

FOLLOWING THE HARMONI-OUS FALLOUT CREATED BY KAIJI'S PEI DISCARDS...

北

...

IF WE ACKNOWL-EDGE THE PRESIDENT'S HAND AS HON ITSU.

HAVE EXHAUSTED THEIR CURRENT STOCK OF SAFE TILES!

LOGICALLY, MURAOKA'S COULD BE THE NAN!

南

HOWEVER... NOTHING HAPPENS!

KHU HU HU!

KAIJI PROCEEDS UNHARMED. YET...

UNEXPECTEDLY, THE NAN PASSES!

OHO~

...

DISCARDING 東 THE TONG IS UNFATHOMABLE TO BEGIN WITH. THEREFORE, EVEN MORE SO THAN THE UNTESTED DRAGON TILES... □ 發 中

IN REVIEW ...

東 發 中 南

THIS NAN HAS FORGED ANOTHER SAFE ROUTE!

KAIJI'S HAND CONTAINS A SECOND NAN.

PLUS!

WHICH ESSENTIALLY REMAINS AS DEAD WEIGHT. BECAME THE SAFEST DECISION!

PLAY-ING THE NAN...

南

ANOTHER AMAZING DEVEL-OPMENT!

FUR-THER-MORE...

SECURING A PATH TO SAFETY WITH THE FIRST NAN OPENS THE WAY FOR A FOLLOW-UP DISCARD!

WITHIN THOSE TWO TURNS, THE CHANCES OF ANOTHER SAFE ROUTE APPEAR-ING ARE PHENOMENAL.

INEVI-TABLY,

KAIJI HAS PRIED OPEN A SMALL ESCAPE HATCH, TAKING SHELTER FOR THE NEXT TWO TURNS.

...

UNRELIABLE AND RISKY STRATEGIES THEORETICALLY CAN EQUALLY BENEFIT OR CAUSE INSTANT RUINATION!

REGARD-LESS...

HOW-EVER...

INSPECTING THE CONDITION OF HIS REMAINING TILES...

KAIJI REMAINS ALIVE!

SURPASSING THE ODDS...

SINISTER IN COMPARISON!

OVERWHELMING FATALITY!

SFX: THACK

BOLSTERED INSTANTLY BY ITS SAFE PASSING!

DISCARDING THE NAN PROVIDED IMPRESSIVE ODDS!

南

...

OOO

THE PRESI-DENT'S OUT WAS THE 2-PIN!

MURAOKA PLAYED THE 2-PIN, TAKING ADVANTAGE OF THE 5-PINS SUJII

SOMETHING UNEX-PECTED OCCURED.

FINALLY, ON THE ELEV-ENTH TURN,

...

RIDING OFF MY EARLIER SUCCESS...

I SEE WHAT YOU DID THERE!

...

Ooo

PLAYING IT SAFE!

CLACK

DEPENDING ON SUJI TILES!

YOU CAN'T WIN THIS MINEFIELD GAME JUST BY...

...

...

HHH RRRR RRRR GGHH!

...

...AGAIN?

...

THAT 9-SOU'S ANOTHER SUJI TILE...

SFX. VWHAM

DISCARDING THAT 9-SOU MUST HAVE BEEN SEVERELY UPSETTING...

HE'S DESPER-ATE!

JUDGING FROM HIS EXPRESSIONS, SOMETHING SEEMS TO BE BOTHERING HIM...

MURAOKA'S PROBABLY TRYING TO SCRAPE THROUGH BY EXPLOITING SUJI.

THAT DISCARD CON-FIRMS IT!

AGAINST THE WALL!

MURA-OKA'S GOT HIS BACK...

DESPER-ATELY AVOIDING REVEAL-ING HIS HAND!

HE'S SUFFER-ING!

KAIJI'S REMAIN-ING SELECTION OF DISCARDS.

...

GLANCE

I'M JUST AS DES-PERATE!

SADLY...

...

OUT OF THIS GAME'S SEVENTEEN STEPS,

THERE'S ONLY SIX LEFT!

WHAT HE'S HIDING IS A TOTAL MYS-TERY...

STILL CAN'T PICK UP A READING OFF HIS DISCARDS.

AFTER THOSE SIX DIS-CARDS...

HM...?

PRESI-DENT.

HOLD ON!

WAIT ...

WHAT HAPPENS AFTERWARDS?

BUT FOR WHATEVER THE CIRCUM-STANCES, NEITHER PLAYER WINS...

IN THE CASE WHERE WE'VE EACH DISCARDED 17 TIMES,

STRETCHING THE GAME OUT UNTIL SOMEBODY FINALLY WINS...

DON'T TELL ME.. WE CONTINUE OWNARDS THROUGH THE 18TH AND 19TH STEPS?

THERE'S NO SUCH THING AS AN 18TH OR 19TH STEP!

LUCKILY, YOU HAVE NOTHING TO FEAR.

EXPLAINING THE ENDGAME DETAILS COMPLETELY SLIPPED MY MIND...

OH DEAR, YOU'LL HAVE TO FORGIVE ME.

KAH KAH KAH!

SIMPLY PUT..

WITH ONE MAJOR DIFFERENCE! OUR WAGERS DON'T SIMPLY CANCEL OUT!

ANY MONEY LEFT OVER DUE TO A DRAW...

AT THAT POINT, WITHOUT A CLEAR VICTOR, THE GAME CONCLUDES AS A DRAW, JUST LIKE REGULAR MAHJONG.

SEVENTEEN STEPS IS THE ABSOLUTE LIMIT!

...

.. THAT'S ALL THERE IS TO IT, MY BOY.

STACKING ONTOP THE FOLLOWING WAGER AS A PREMIUM BONUS!

REMAINS ON THE TABLE...

NO OBJEC-TIONS!

OKAY...

UNDER-STOOD? NO OBJE-CTIONS?

I JUST NEED TO SURVIVE FOR SIX TURNS!

BASI-CALLY...

THEN, CARRYING OVER TO THE NEXT MATCH...

THIS FIRST GAME WILL END SMOOTHLY!

AS LONG AS I CAN SAFELY DISCARD SIX MORE TIMES,

THAT'S WHY I'LL DEFINITELY REQUIRE MYOSHI'S TRICK.

EVERYTHING'S AT STAKE IN THE SECOND GAME!

WITHOUT THAT GUARANTEE, WE'RE SCREWED!

NO MATTER HOW LONG IT TAKES,

WHERE I CAN PEACEFULLY WAIT FOR MYOSHI'S RETURN.

MYOSHI HAS TO COME BACK EVENTUALLY...

I'LL NONCHALANTLY REQUEST A BATHROOM BREAK...

ONCE WE'VE FINISHED OUR CURRENT GAME...

VICTORY'S MY ONLY OPTION!

I CAN'T AFFORD PLAYING ANOTHER GAME BLIND AND HELPLESS!

SHIT!

I HAVE TO CONCENTRATE EVERYTHING TOWARDS SURVIVAL!

BUT, RIGHT NOW...

ONE WAY OR ANOTHER, THESE SIX TURNS MEAN LIFE OR DEATH!

SIX DIS-CARDS!

SIX STEPS!

Chapter 16 END

Mahjong terms

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ONLY SIX STEPS!

THEN, WE CAN MOVE ONTO A NEW GAME!

AFTER THESE SIX DISCARDS, MY LUCK CAN TURN AROUND!

EVERY-THING'S AT STAKE IN THE SECOND GAME!

CHAPTER 17
MACABRE PATHWAY

WITHOUT ANY GUAR-ANTEES, I'M FIRING SHOTS IN THE DARK!

STILL...

EVERY-THING'S LAID OUT IN FRONT OF ME!

DAM-MIT!

MUST GIVE ME SOME KIND OF HINT!

AT LEAST ONE OF THESE TILES...

GUARD

BUT, EVERY SINGLE OPTION SEEMS MEN-ACING...

I KNOW EXACTLY WHAT I NEED TO DO...

...

...

TCH!

NO POINT TANGLING MYSELF UP IN LOGIC AND STATISTICS!

FOR SIX FUCKING TURNS!

I'LL HAVE TO RELY ON MY GUTS ALONE!

THIS TILE'S MY BEST SHOT!

IN THAT CASE...

SIX DISCARDS... CONCENTRATE ONLY ON PER-SEVERENCE...

...

NO LOOK-ING BACK!

ONCE THIS TILE PASSES, I'VE GOT ANOTHER CHANCE AT UNCOVERING A NEW PATH-WAY TO SAFETY...

SFX KWHAM

SFX SHOOMPH

PLACK

TCH!

SHIT!

SFX. CLACK

KAIJI

KHU HU HU...

LAUNCHES A COUNTER-OFFENSIVE BARRAGE!

SFX. THWAK

AND CONTINUOUSLY STRIKES!

HE SWIFTLY ADVANCES.

FORCEFULLY DETERMINING THAT THE PRESIDENT'S HAND CANNOT BE A MANGAN HON ITSU.

...

BOTH PLAYERS GRADU-ALLY BREAK FREE FROM THEIR LETHAR-GIC CRAWL!

SFX: SHWIPPT

ESCA-LATING INTO A SUICIDAL PACE!

A TREACH-EROUS AND RECKLESS RUSH TO-WARDS THE MINE-FIELD'S BOUNDA-RIES!

PRO-CEE-DING WAS THEIR ONLY HOPE!

CURRENTLY, A SINGLE YET EXPLICITLY DANGEROUS MAN TILE REMAINED LINGERING WITHIN KAIJI'S HAND...

THERE-FORE...

AND HIS HOPES OF SURVIVING ALL 17 STEPS IN-STANTLY BECOME OBSCURED!

UNTIL THAT SINGLE TILE PASSES, KAIJI'S HY-POTHESIS REMAINS UNCER-TAIN.

KAIJI HAD NO OPTIONS OTHER-WISE!

WITH EACH STEP, HIS GUT INSTINCTS SUCCEEDED BEFORE HIS EYES.

EACH OF THESE DISCARDS WAS UN-DENIABLY NECES-SARY!

HOW-EVER!

SUDDEN-LY, THE WIND'S FLOW RE-VERSES!

KHU HUHU HU...

THE PRESI-DENT GUARAN-TEES HIS SURVIVAL WITH NO-RISK TILES!

MIRACULOUSLY, MURAOKA PERFECTLY MATCHES KAIJI'S DISCARDS ONE AFTER THE OTHER!

AS IF PURPOSELY CONTRA-DICTING THIS GAME'S FIRST HALF...

PWHOCK

THOK

HAVE BEEN RE-LUCTANTLY DEALT THROUGH KAIJI'S DE-DUCTION EFFORTS!

AT THIS POINT, THE MA-JORITY OF JEAPAR-DOUS DIS-CARDS...

SHIT!

URKH!

OUT OF NOWHERE, MY PLAN'S BEEN SHREDDED APART BY THE GAME'S FLOW...

CAN'T BE-LIEVE THIS ...

...

CALM DOWN ...

HAHH... HAHH...

I'M SUF-FOCATING WITH MY BACK AGAINST THE WALL!

WITH THE WAY THINGS TURNED OUT...

THERE'S GOTTA BE A WAY OUT...

AFTER TWO MORE DIS-CARDS!

EN-DURING EVERY-THING, I CAN SUR-VIVE!

EX-ACTLY!

THE GOAL'S ONLY TWO STEPS AWAY...

ONLY TWO STEPS!

I'VE ALREADY MADE IT THIS FAR... WHAT'S THE POINT IN WASTING TIME SECOND-GUESSING!?

STOP SCREWING AROUND!

WHICH TILE...!?

WHAT COULD PASS?

WHICH ONE HAS THE HIGHEST CHANCE OF SUCCESS?

OUT OF ALL THESE TILES...

MAYBE... THE CHUN?

COM-PLETELY SET ME BACK...

PERHAPS THINKING IT WAS A SINGLE HONOR TILE WAIT

AL-RIGHT ...

IF IT WAS ME, I WOULD NEVER USE THAT WAIT...

MURAOKA MIGHT NOT EVEN BE USING HONOR TILES!

WHAT IF IT'S ALL BEEN IN MY HEAD?

MURAOKA COULD HAVE A DUAL PON - - WAIT!

STOP AND THINK ABOUT THIS!

STOP!

WHOA!

STEALTH NOTE. A DUAL PON WAIT IS, AS ILLUSTRATED BELOW, WAITING ON TWO PAIRS IN ORDER TO CREATE A SET OF THREE FROM EITHER PAIR.

OBVIOUSLY, HE'D USE HONOR TILES. EITHER WAY HIS HAND IM-PROVES!

WITH A DUAL PON WAIT...

THAT HAND'S AL-READY MAN-GAN!

WITH RIICHI, CHUN, AND HON ITSU...

HOLY SHIT!

ZAWA...

WHAT IF MURAOKA MANAGED TO SOMEHOW INCLUDE EVEN THE DORA INTO HIS HAND?

HOW COULD I OVERLOOK THAT!? I CAN'T BELIEVE THIS!

MAYBE EVEN...

A FULL SET OF THREE DORA!? COMPILED INTO A MONSTROUS HON ITSU!

RII-CHI...

CHUN, HON ITSU...

AND THEN THERE'S THE DORA.

WHICH ADDS ANOTHER THREE HAN...

STEALTH NOTE: HAN ARE THE MULTIPLIERS USED TO DETERMINE A HAND'S VALUE. EACH OF THE YAKU KAIJI LISTS OFF HAVE THEIR OWN HAN VALUE. EX: CONCEALED HON ITSU ADDS 3 HAN TO A HAND.

WAIT...

BAIMAN...

IT WON'T JUST END THERE...

A BAIMAN!

THATS... ELEVEN HAN...

STEALTH NOTE: ONCE AGAIN, THESE YAKU AND THE GAME'S SCORING RULES ARE COVERED IN THE MAHJONG TERMINOLOGY LIST INCLUDED AT THE END OF EACH CHAPTER

INCLUDING THE POSSIBILITY OF SEVERAL URA DORA...

SAN AN KOU...

CHANTA...

SWEET FUCK!

GHRK!

THIR-TEEN HAN!

THAT'S A SAN-BAI-MAN!

ADDING UP THIR-TEEN HAN...

UGH!

GOD-DAMM-IT, AM I BRAIN-DEAD!?

WHAT THE HELL AM I DOING!?

SMACK

IS CONCEN-TRATING ON MAINTAINING A LEVEL HEAD...

RIGHT NOW, THE MOST IMPOR-TANT THING...

GOTTA PULL MYSELF TOGETH-ER!

RIGHT NOW, THE MOST IMPORTANT THING...

DOESN'T MAKE IT ABSOLUTE TRUTH!

JUST BE-CAUSE ITS POSSIBLE...

THE MO-MENT I LOSE MY COOL,

OUR FUNDS WILL BE WIPED OUT!

MANGAN... BAIMAN, WHO GIVES A SHIT?

INSTANLY, I COULD BE COM-PLETELY IMPALED BY THE PRESI-DENT'S SAN-BAIMAN!

EVERY THING'S ON THE LINE RIGHT NOW FOR THE NEXT GAME!

BEFORE THE SECOND GAME!

WIPED OUT...

AFTER-WARDS ...

THERE WON'T BE A NEXT GAME... WE'LL INSTANTLY GO BANKRUPT!

IF THAT SANBAIMAN NAILS ME HEAD ON...

AFRAID WE'LL HAVE TO CALL IT A NIGHT, MY BOY!

IF THAT FEEBLE AMOUNT OF POCKET CHANGE IS ALL THE CASH YOU'VE BROUGHT...

HOW DISAP-POINT-ING...

MURAOKA WILL CALL IT QUITS!

EHHH!?

EVERY-BODY'S EFFORTS WILL BE WASTED!

NO BUTS, MY BOY! AN IMPORTANT AND BUSY MAN LIKE MYSELF DOESN'T HAVE THE TIME FOR PLAYGROUND BETS ON SMALL TIME WAGERS!

B-BUT, PRESI-DENT!

IN-STANT-LY SHUT OUT!

ONCE HE WALKS AWAY, OUR PLAN SELF-DESTRUCTS!

AVOID THAT AT ALL COSTS!

BUT, I WON'T LET THAT HAPPEN...

STILL, THERE'S NO CLEAR METHOD TO BLASTING APART HIS HON ITSU!

MY GARBAGE HAND ISN'T HELPING EITHER!

THIS IS TOTAL INSANITY!

TOTALLY OVERWHELMING!

DISCARDING ANY OF THESE HORRIBLE TILES COULD LEAD TO A POINT-BLANK EXECUTION...

SAME GOES FOR THE 東 TONG... THE DORA!

THE DRAGON TILES ARE BLATANT SUICIDE!

□ 中 發

東 發 中

LEAVING ME WITH...

TWO TILES... WHICH TO CHOOSE!?

JUST GREAT...

Chapter 17 END

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HTTP://WWW.OSAMUKO.COM/JAPANESE-GENERAL-LAWS-OF-MAHJONG/

LIST OF MORE OBSCURE TERMINOLOGY:
HTTP://WWW.OSAMUKO.COM/2009/04/03/A-LIST-OF-JAPANESE-MAHJONG-TERMINOLOGY/

EXTENSIVE COVERAGE CONCERNING SUJI AND OTHER DEFENSIVE TACTICS (NEW-!):
HTTP://WWW.OSAMUKO.COM/2009/02/18/AIMAIKEIKU-DEFENSE-GUIDE-BETAORI-AND-SUJI/

MAHJONG SCORING GUIDE (HAN VALUES, CALCULATING FU, DETERMINING MANGAN, ETC) (NEW-!): HTTP://EN.WIKIPEDIA.ORG/WIKI/JAPANESE_MAHJONG_SCORING_RULES

KAIJI: PART 3

VOLUME: 2

CHAPTER: 17

TRANSLATOR:
STEALH MOMO

TYPESETTER:
NETHANOLE
SORUAN

CLEANER:
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WEBSITE FOR CONTACT AND QUESTIONS:
HTTP://PROJECTBITEMESCANS.BLOGSPOT.COM/

LEAVING ME WITH...

CHAPTER 18 CRISIS

JUST TWO TILES!

...?

DOWN TO THE NITTY-GRITTY...

ALIGH!

WAIT... SUJI?

SFX. ZAWA...

SFX. GLANCE

...

チラッ!

THE 3-PIN!

SUJI FOR THE 6-PIN...

BUT, I'VE GOT NO OTHER CHOICE

I DON'T LIKE IT ONE BIT...

DAM-MIT!

HERE GOES NOTH-ING

PASS!

YOU'RE MY ONLY HOPE!

SFX: THWAK

SLICE THROUGH MURA-OKA!

3-PIN!

FOR THE LOVE OF GOD, MAKE IT THROUGH!

GRKH!

BULLSHIT! DID I WALK RIGHT INTO HIS TRAP!?

KHU HUHU!

AM I A DEAD MAN WALK-ING...?

OR WAS IT...

WAS IT SAFE?

KHU HU...

SAY SOME-THING, DAMMIT!

QUITE THE TRAG-EDY, MY BOY!

SFX: SCHLACK

SFX. ROLL

ゴロ..ゴロ..

SFX. KABHWOOOM

GHAK!

RON!!

WHAA AHHH HH!!

GWEH!

AA AAH HHH!!

GRHK!

WHA... WHAT THE FUCK IS THIS?

GWAH ...?

THIS HAND IS AN ENIG-MA!

OOO HYO HYO HYO HYO OO!

WHY WOULD HE USE THAT HAND!?

FROM THE MOMENT I SAW THIS HAND, I HAD A FEELING IT WOULD PAY OFF!

PERFECT! LIKE A GLOVE!

KHA KHA KHA!

...

II PEI KOU.

HON ITSU.

HAKU.

CHANTA ...

RIICHI...

AND YOU GET A NASTY BAIMAN!

ADD 'EM UP...

URKH!

DON'T FOR-GET THE URA DORA ~!

ALIGH!

STOP... DON'T PICK UP THAT TILE!

PUT THAT DOWN!

DON'T FLIP THAT TILE OVER!

NO! YOU CAN'T DO THIS TO ME!

LET GO! YOU'RE INSANE!

ANY-THING BUT CHECK-ING THAT TILE!!

RIGHT NOW... MURAOKA'S HAND IS ALREADY BAIMAN LEVEL...

HOW AM I SUPPOSED TO CONTINUE AFTER A SANBAI-MAN?

EVEN WITH A SHITTY URA DORA TILE, HE COULD MUTATE THAT ABOMINA-TION INTO A SANBAIMAN!

SANBAIMAN... PLEASE, I'M BEGGING YOU! I'LL SUFFER ENOUGH WITH ONLY A BAIMAN!

THE POSSIBILI-TIES ARE END-LESS! LURKING IN HIS HAND...! IS A FEROCIOUS BEAST WAITING TO VIOLATE MY THROAT...

SOME BODY!

STOP THIS!

UNGH!

READY TO SNATCH UP NOT ONLY MY LIFE BUT EVERY-THING ELSE!

ST-STOP... YOU RUTHLESS MONSTER~!

Chapter 18 END

CONTINUED IN TOBAKU
DATENROKU KAIJI VOLUME 3!!

あなたは、この本を読んで、どんな感想をおもちになりましたか。

編集部では、この本についての読者のみなさまのご意見をおまちしています。

このつぎには、どんな作家のどんな漫画を読みたいと、お考えですか。「ヤンマガKC」にしてほしいと思う作品がありましたら、「読後の感想」とあわせて、左記あてに、どしどしお知らせください。

〒112-8001
東京都文京区音羽2-12-21
〈郵便番号112-8001〉
講談社「ヤングマガジン」編集部
ヤンマガKC係

（ヤングマガジン2004年第41号～第47号、第49号～第51号の掲載分を収録しました。）

N.D.C. 726　213p　19cm

ヤンマガKC——1317

賭博堕天録カイジ②

2005年3月4日　第1刷発行

定価はカバーに表示してあります。

著者　福本伸行

発行者　五十嵐隆夫

発行所　株式会社講談社
東京都文京区音羽2-12-21
郵便番号　112-8001
電話　編集部(03)5395-3461
販売部(03)5395-3608

印刷所　三晃印刷株式会社
豊国印刷株式会社

製本所　株式会社フォーネット社

落丁本・乱丁本は購入書店名を明記のうえ、小社雑誌業務部にお送りください。送料小社負担にてお取り替えします(電話03-5395-3615)。なお、この本についてのお問い合わせは、ヤングマガジン編集部あてにお願いいたします。

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ISBN4-06-361317-8

Printed in Japan

KAIJU

Mahjong terms

ANY TERMS THAT COME UP IN THE DIALOGUE UNFAMILIAR TO READERS SHOULD BE COVERED IN THESE LINKS. INCLUDED IS A GUIDE TO LEARNING RIICHI MAHJONG AND ALSO A LIST OF ALL MAHJONG YAKU. OF COURSE, NOT ALL RULES WILL APPLY AS STATED SINCE THE TYPE OF GAME PLAYED IN TOBAKU DATENROKU KAIJI CONTAINS ITS OWN UNIQUE SET OF RULES.

(THESE LINKS CAN NOW BE FOUND ON WWW.PROJECTBITEMESCANS.BLOGSPOT.COM)

LIST OF RIICHI MAHJONG YAKU (HAND VARIANTS):
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